

Fig. 1

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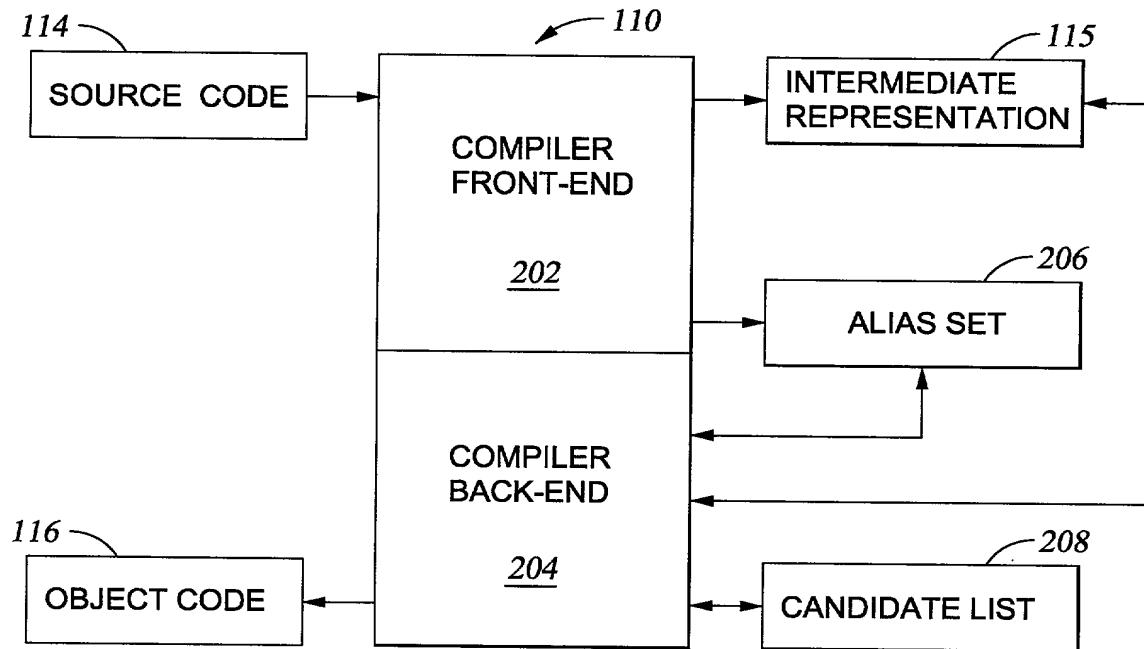


Fig. 2

int* intPtr;
int proc1 ();

inline void proc2 (int* i) {
 (*i)++;
}
int proc3 () {
 int a;
 a= proc1 ();
 proc2 (&a);
 *intPtr = 1;
 return (a);
}

Annotations:

- S3 points to the line `(*i)++;`
- S1 points to the line `a= proc1 ();`
- S2 points to the line `proc2 (&a);`
- S4 points to the line `*intPtr = 1;`
- S5 points to the line `return (a);`

Fig. 3

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```
@S1 a = proc1 ();
CALL proc1 //Call procedure 'proc1'
STR a      //Store return value into 'a'
@S2 proc2(a);
LDA a      //Load address of 'a'
STR i      //Store address of 'a' into inline parameter 'i'
@S3 (*i)++;
LOD i      //Load 'i'
IND int*   //Load integer value pointed to by 'i' (indirect load of 'a')
INC 1      //Increment value
LOD i      //Load 'i'
STO int*   //Store increment integer value at location pointer to by 'i'
           // (indirect store to 'a')
@S4 *intPtr = 1;
LOD 1      //Load value 1
LOD intPtr //Load 'intPtr'
STO int*   //Store 1 at location pointed to by 'intPtr'
@S5 return (a);
LOD a      //Load 'a'
RET       //Return
```

Fig. 4

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```
@S1 a = proc1 ();
CALL proc1 //Call procedure 'proc1'
STR a      //Store return value into 'a'
@S3 (*i)++;
LOD a      //Load 'a'
INC 1      //Increment value
STR a      //Store incremented value into 'a'
@S4 *intPtr = 1;
LOD 1      //Load value 1
LOD intPtr //Load 'intPtr'
STO int*   //Store 1 at location pointed to by 'intPtr'
@S5 return (a);
LOD a      //Load 'a'
RET       //Return
```

Fig. 6

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Fig. 5

